

GAME BOY ADVANCE

AGB-BAVE-USA

ACTIVISION® ANTHOLOGY



INSTRUCTION BOOKLET



ASP YR™

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

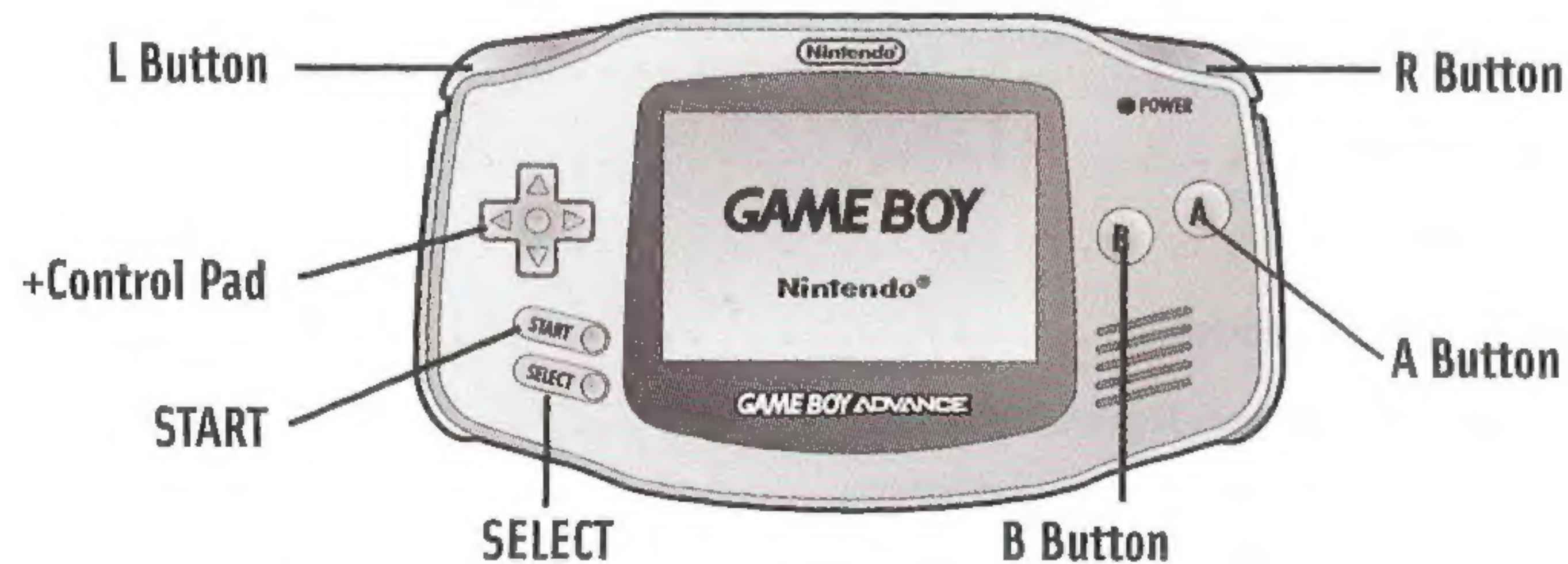
Getting Started	4
Old School Gaming at its Best!	5
Main Menu	6
Cartridge Rack	6
TV	8
2-Player Linking Instructions	9
Records List	10
The Boom Box	11
Game List	13
Credits	20
Customer Support	22
Software License Agreement	26

GETTING STARTED

- Make sure the POWER switch is OFF.
- Insert the *Activision® Anthology* Game Pak into the Game Boy® Advance system as described in your Nintendo Game Boy® Advance instruction manual.
- Turn the POWER switch ON.

NOTE: *Activision® Anthology* is for Game Boy® Advance only.

GAME BOY® ADVANCE CONTROLS



OLD SCHOOL GAMING AT ITS BEST!

That's right! Feathered hair, one-hit wonders, and the golden age of video games are back! Right here in the comfort of your own bedroom. Radical, dude! Remember kicking back on your beanbag and trying to get *Pitfall® Harry™* past the third pit on the right? How about breaking 15,000 points on *River Raid®* to earn a patch? Those were the good ol' days. Well, they're back with a vengeance! Crank up the radio, pop in a cartridge, and take a step backwards in time. Totally awesome, man!

MAIN MENU

Welcome to your bedroom! Here you've got everything you could ever want to amuse yourself—a state of the art entertainment center. Press the **+Control Pad Left/Right** to select the Cartridge Rack, Credits List, TV, Records List, or the Boom Box, then press the **A Button** to activate your selection.

Cartridge Rack

This is where the games are stored. Let the fun begin!

Press the **+Control Pad Left/Right** to rotate the Cartridge Rack. Each side

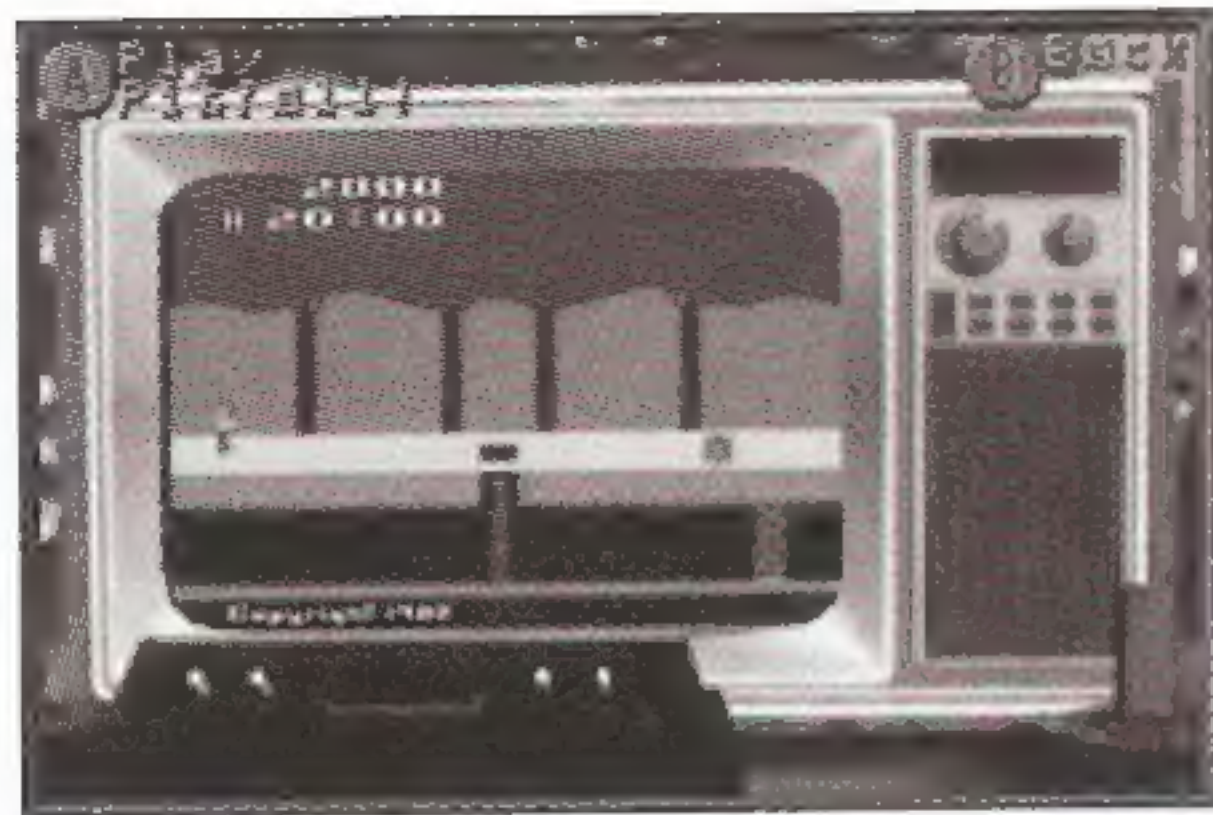


contains a wide variety of games. Once you've selected a row of games, press the **+Control Pad Up/Down** to select a cartridge, then press the **A Button** to select a game.

Once a game is selected, you will be presented with an image of the cartridge. Press the **+Control Pad Left/Right** to switch between the cartridge, original box art, or the game manual. With the cartridge or manual selected, you can use the **+Control Pad Up/Down** to scroll through. If the manual is selected you can use the **L Button** to Page Up and **R Button** to Page Down. If you just want to begin, simply press the **A Button** to go to the TV and start playing!

TV

This is where you finally get to play those classic games! Now that you have selected your game, and it is displayed on the TV, press the **A Button** to load the game, and then press **SELECT** to begin playing!



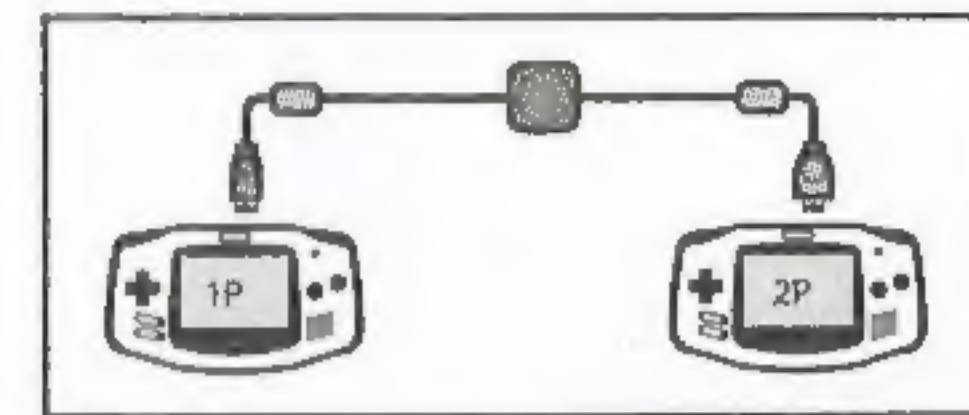
Note: At any time during the game, press **START** to pause the game. In the pause menu there are other options you might want to check out!

- View the switch settings for the level of difficulty.
- Press the **L Button** to view the high score for the game, as well as the requirements needed to earn a patch.
- Press **SELECT** to view the Help Menu.

2-Player Linking Instructions

If you have selected a two player game, a message will appear at the bottom of the screen indicating that you will need to plug in a Game Boy® Advance Game Link® Cable.

1. Please make sure the Power Switch on the second game system is OFF.



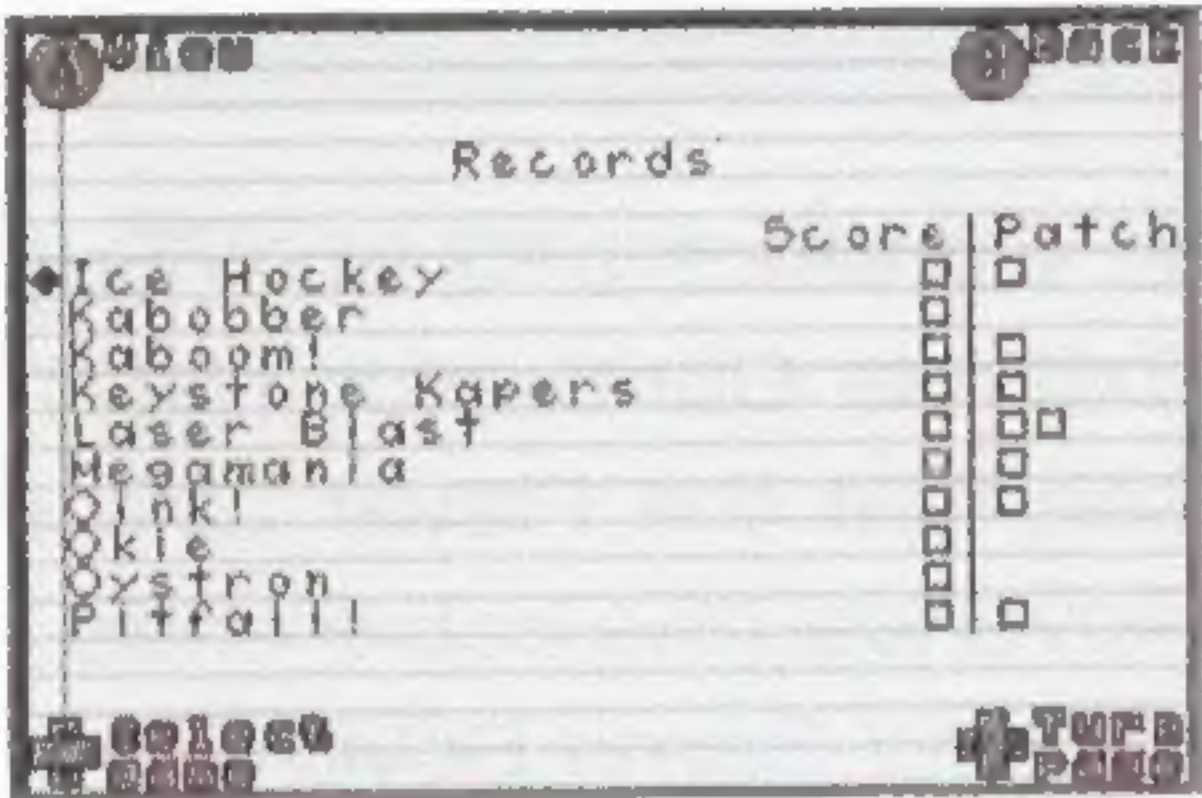
2. Connect a Game Boy® Advance Game Link® Cable into the External Connector (EXT) on each of the game systems. Check to see that the Player One end is connected to the first Game Boy® Advance (the cable ends are different on each side). Make sure the second Game Boy® Advance does NOT have a Game Pak inserted.
3. Turn on the power to the second Game Boy® Advance and PLAY!

Note: Once power is turned on to the second game system, a message will notify you that data is being transferred, once this is

done, the screen will display "Player 2 Ready". Note that the second player will NOT be able to see the game screen on the second Game Boy® Advance system, so they will have to look at the first player's screen to see the action.

Records List

Exclusive to the Game Boy® Advance, this is where you can save your high scores for each game! Also included, are the patches that you earn by playing various games. Not all games have a patch available. If there is a patch available for the game, it will be denoted with a box in the "Patch" column. Some games have more than one patch. Use the **A Button** to view the high scores, and then use the **+Control Pad Right** to view the patch. If you have not unlocked the patch you will get a message explaining that is has



Game	Score	Patch
Ice Hockey	000000	
Kabobber	000000	□
Kaboom!	000000	□
Keystone Kapers	000000	□
Laser Blast	000000	□
Megaman 1	000000	□
Oink!	000000	□
Okie	000000	□
Oyston	000000	□
Pitfall!	000000	□

not been unlocked yet – so get back to playing and unlock that patch!

The Boom Box

Rock On! This is where you can change the options, including music and volume. Use the **+Control Pad Up/Down** to scroll through the six different settings in this menu, they include:



Brightness – This controls the brightness of the screen. Use the **+Control Pad Left/Right** to adjust the brightness.

Game Volume – This controls the volume of each game. Use the **+Control Pad Left/Right** to adjust the volume.

SFX Volume – This controls the volume of the sound effects. Use the +Control Pad Left/Right to adjust the volume.

Music Volume – This controls the volume of the music. Use the +Control Pad Left/Right to adjust the volume.

Music Track – This changes the music track that is played, There are four different tracks, plus a random setting. Use the +Control Pad Left/Right to switch between the tracks.

Erase all saved data – Be careful with this one, if you choose this it will erase everything – you will lose all your scores and everything will be set back to default!

GAME LIST

Favorites for the Atari® 2600

Barnstorming



Boxing



Checkers



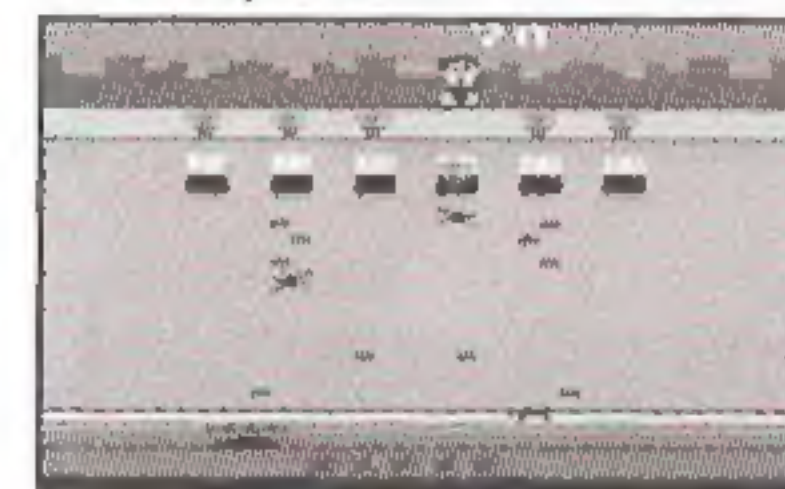
Chopper Command



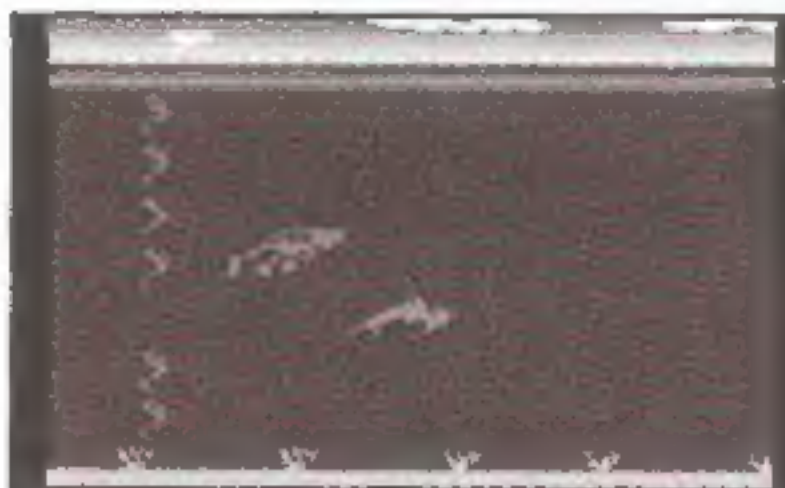
Cosmic Commuter



Crackpots



Dolphin



Dragster



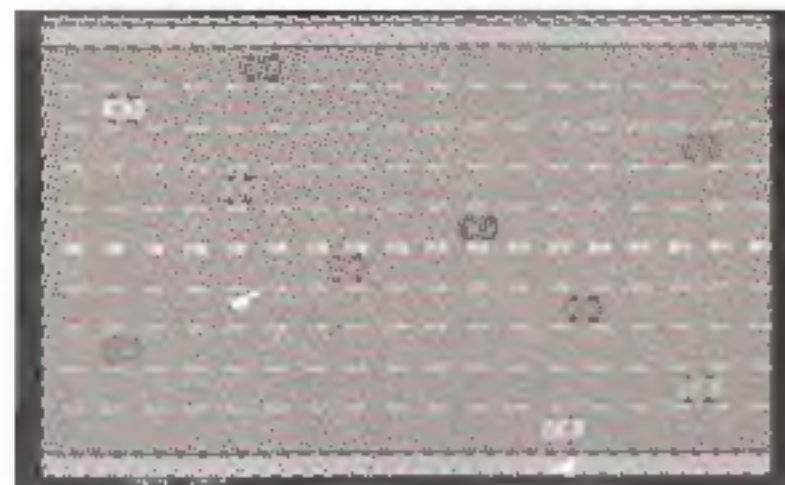
Enduro



Fishing Derby



Freeway®



Frostbite



Megamania (A Space Nightmare)



Oink!



Pitfall!®



Grand Prix



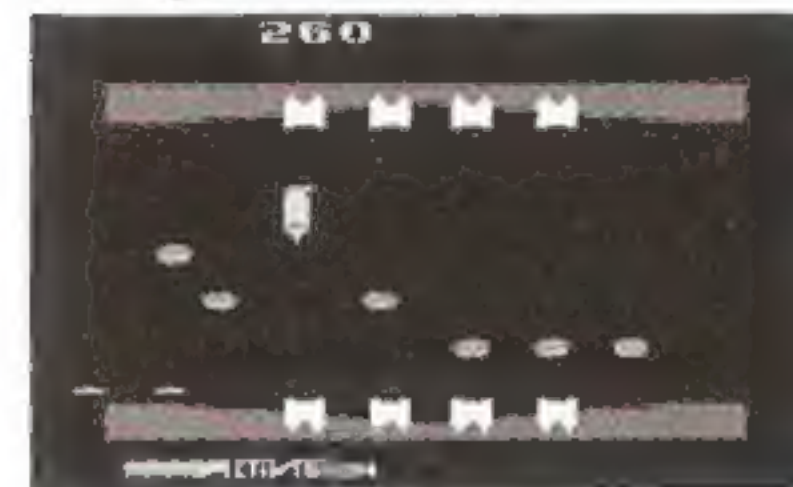
H.E.R.O.



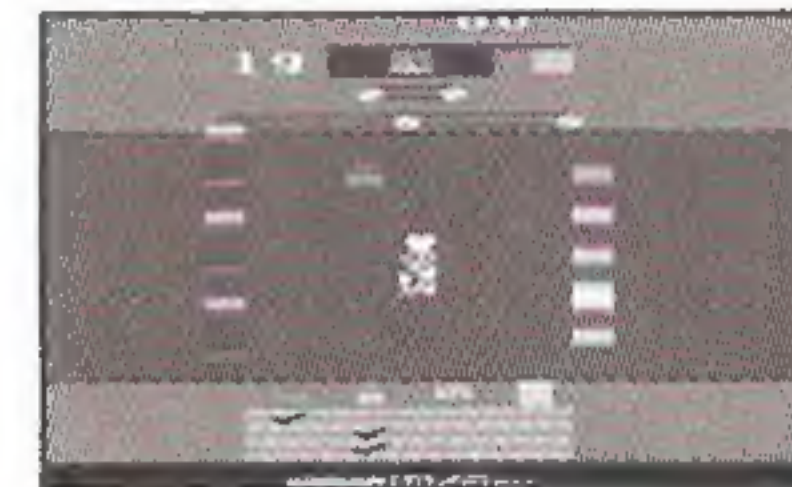
Ice Hockey



Plaque Attack



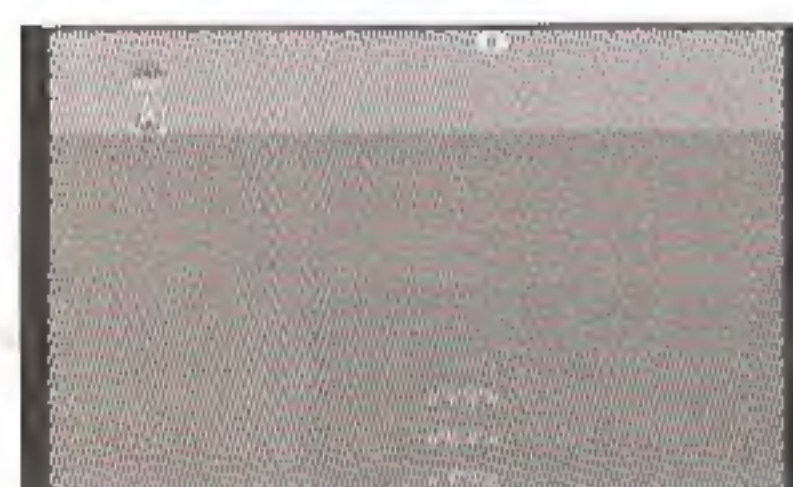
Pressure Cooker



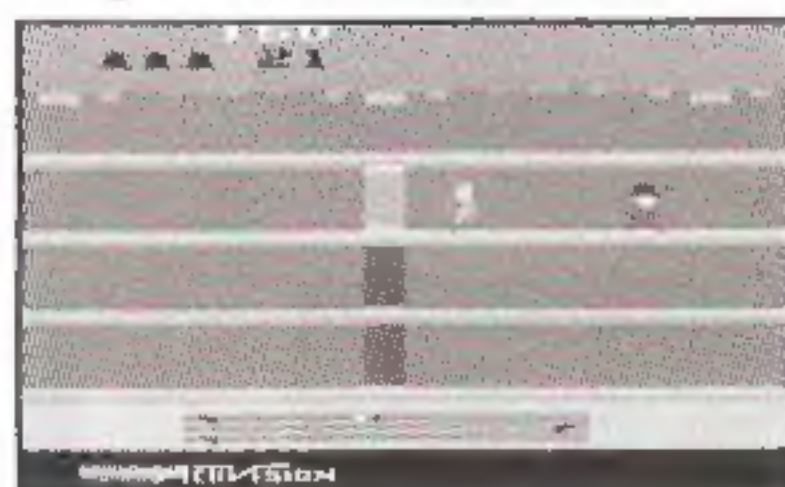
Private Eye



Kaboom!®



Keystone Kapers



Laser Blast



River Raid®



River Raid® 2



Seaquest



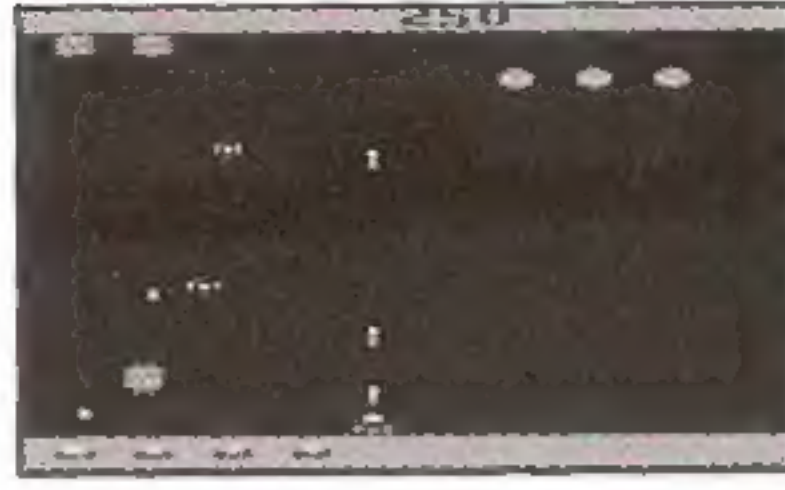
Skiing



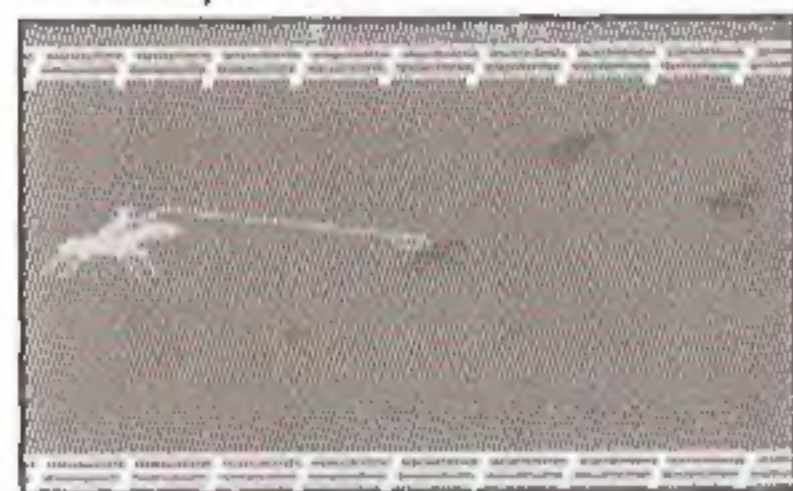
Sky Jinks



Spider Fighter



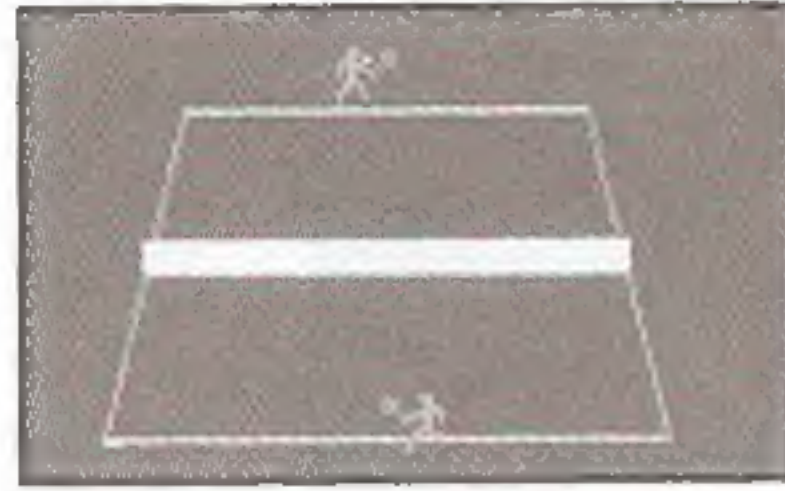
Stampede



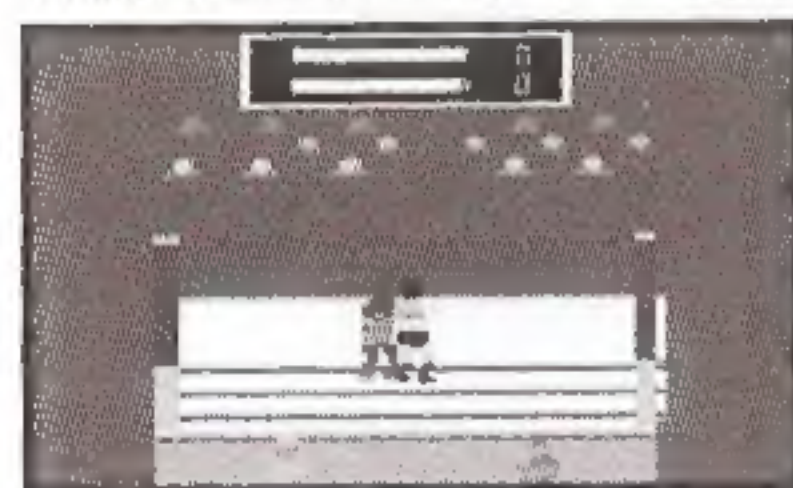
Starmaster



Tennis



Titlmatch Pro Wrestling



Previously Unreleased on any Activision Compilation

Baseball



Beamrider



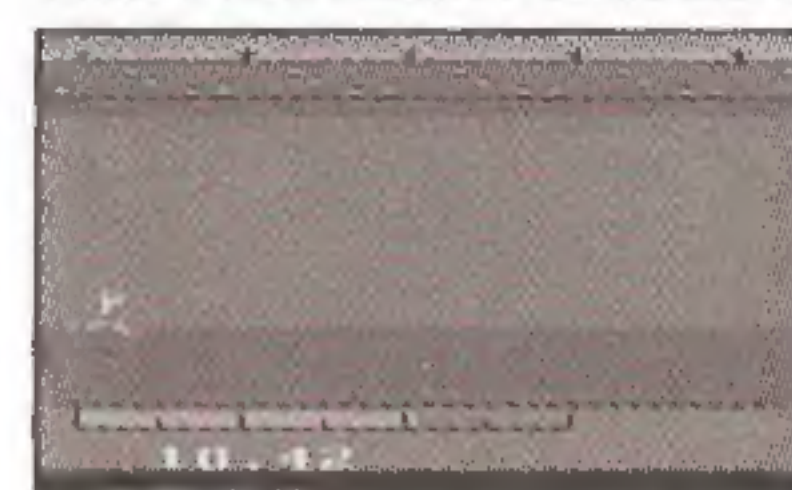
Bloody Human Freeway



Bridge



The Activision Decathlon



Skateboardin'



Pitfall®II: The Lost Caverns



Robot Tank



Space Shuttle: A Journey Into Space



Tomcat: The F14 Fighter Simulator



Venetian Blinds (A Technology Demo)



Unknown Activision Prototype #1

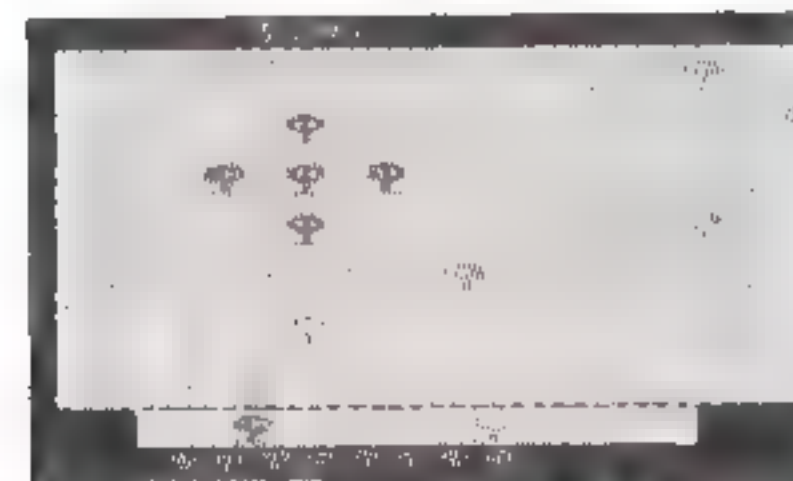


Unknown Activision Prototype #2



Never Before Released

Kabobber

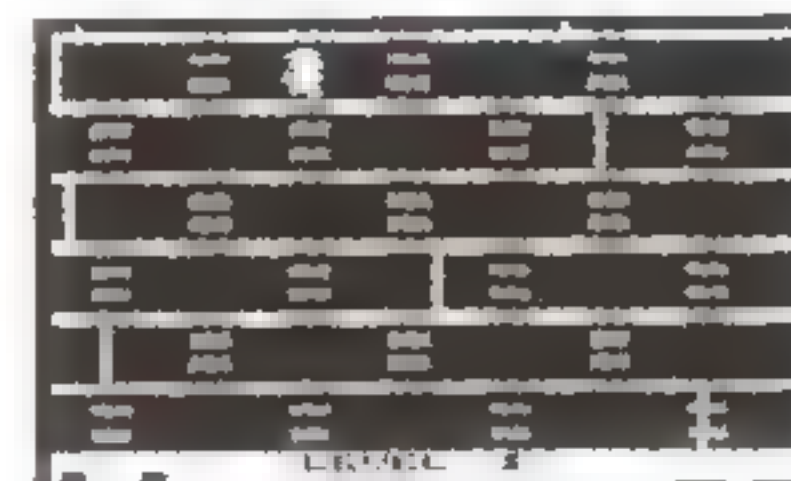


Thwacker



Homebrew

Climber 5



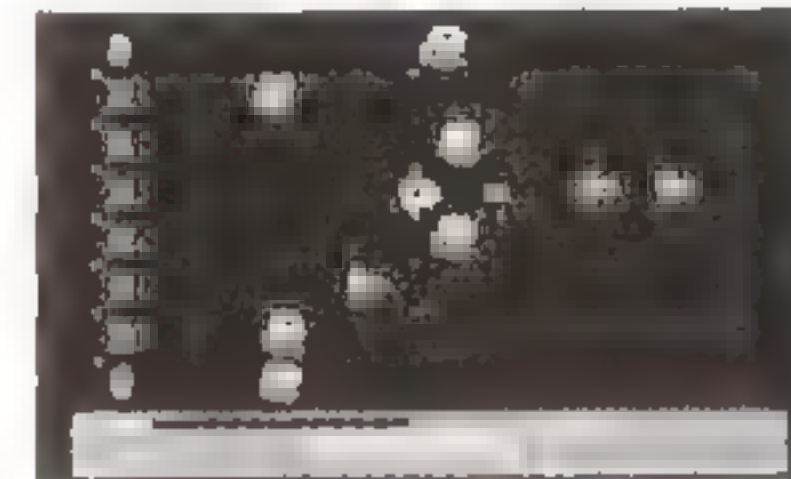
Vault Assault



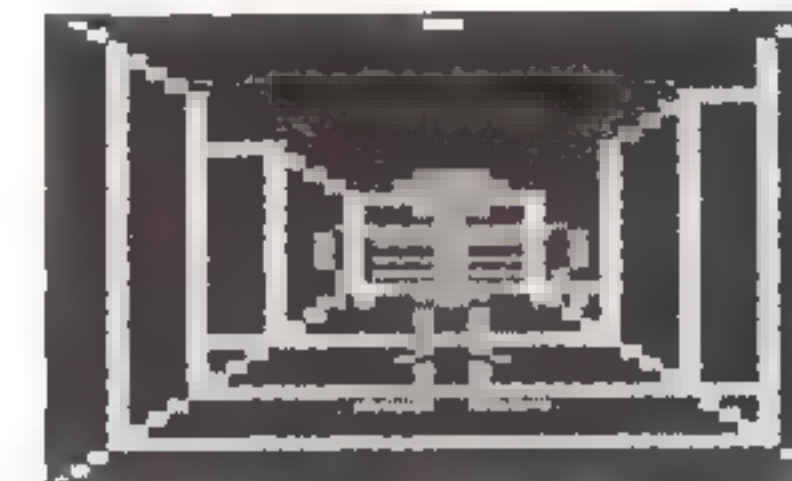
Okie



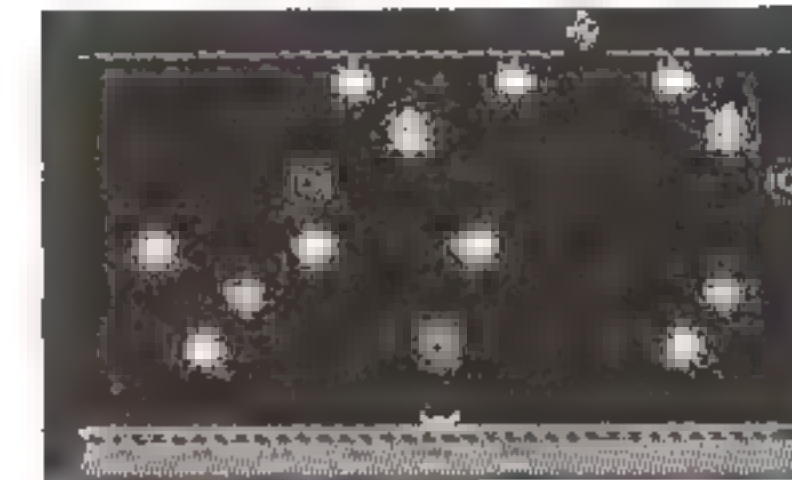
Oystron



Skeleton+



Space Treat Deluxe



Video Euchre



CREDITS

ACTIVISION ANTHOLOGY

Aspyr Development

LEAD PROGRAMMER
CHRIS NORDEN

EMULATOR PROGRAMMER
BRADFORD MOTT

ART
JENNIFER BECKER

ORIGINAL MUSIC
ALEXANDER BRANDON

QUALITY ASSURANCE
JENNIFER BECKER
KYLE DANIELS
JOHN PHELPS

TECH CONSULTANT
ALBERT YARUSSO

Aspyr Publishing
EXECUTIVE PRODUCER
CHRIS NORDEN

EXECUTIVE VP OF PUBLISHING
TED STALOCH

VP OF SALES
MARTEN DAVIES

NATIONAL SALES MANAGER
KARL KABLER

DIRECTOR OF PR & MARKETING
AMY TORRES

PROJECT MANAGER
AMITY LESKO

RETAIL GRAPHIC DESIGN
ERIC CHEN

**HOME BREW GAMES DESIGNED
AND PROGRAMMED BY:**

Climber 5
DENNIS DEBRO

Okie
BOB COLBERT

Oustron
PIERO CAVINA

Skeleton+
ERIC BALL

Space Treat Deluxe
FABRIZIO ZAVAGLI

Vault Assault
BRIAN PRESCOTT

Video Euchre
ERIC EID

**ADDITIONAL ATARI 2600
PROGRAMMING**
PHILIP FREY
THOMAS JENTZSCH

SPECIAL THANKS
JUSTIN BERENBAUM AT ACTIVISION
SANDY HATCHER AT NINTENDO
NESTOR HERNANDEZ AT ASPYR

KEN LOVE AT ACTIVISION
NINTENDO OF AMERICA STAFF,
NINTENDO MARIO CLUB STAFF

MORE SPECIAL THANKS
ALBERT YARUSSO AND ALEX
BILSTEIN AT ATARIAGE FOR
PROVIDING SCREENSHOTS,
BOX ART, AND MANUALS
FOR THE GAMES,

DALE CRUM FOR CREATING THE
REPRODUCTIONS OF THE
ORIGINAL GAME LABELS,

SEUNG YONG LEE FOR HELP
CREATING THE EMULATOR CODE
PROFILES FOR EACH GAME,

BENNETT BELLOT, SCOTT
CAMPBELL, AND STEPHEN
WELLS AT CONTRABAND FOR THE
ORIGINAL RENDERS FOR THE
USER INTERFACE,

RUUD VAN DE MOOSDIJK AT
ENGINE SOFTWARE FOR THE
MUSIC REPLAYER ENGINE.

EVEN MORE SPECIAL THANKS
KEN ANDERSON, JR.,
CHUCK BREMER,
SEBASTIAN "JAHFISH" CLAVE,
RUSSEL DEMARIA, TIM DUARTE,
DAN EINSTEIN, DAVE EXTON,
MIKE GEDEON, ADAM HARVEY,
LEONARD HERMAN,
SANDY LEBREC, BEN LIASHENKO,
RUSS PERRY, JR.,
CAMERON PERSHALL,
TONY SILVEIRA,
THE STELLA TEAM,
CHRIS "OSMEROID" WILSON,
THEODORE ZANAGLIO

An INCREDIBLY HUGE THANKS To
DAVID LUBAR, LARRY KAPLAN,
DAN KITCHEN, MIKE LORENZEN,
REX BRADFORD, ALAN MILLER,
GARRY KITCHEN, TOM SLOPER,
MICHAEL BUETEPAGE, DAVID
CRANE, JIM LEVY, JAN
MARSELLA, BRUCE DAVIS,
MATTHEW HUBBARD, LARRY
MILLER, JESSICA STEVENS,
CHARLIE HEATH, TOM LOPEZ, JIM

MCGINNIS, DAVE LAMKINS, JIM
CHARNE, MIKE BRODIE,
BOB WHITEHEAD, STEVE
CARTWRIGHT, DAVID ROLFE,
LARRY ZWICK, CAROL SHAW,
MIKE REIDEL, KEN ANDERSON
JR., BOB POLARO, ROB FULOP,
DENNIS KOBLE, BOB SMITH,
ACTION GRAPHICS, MEMBERS OF
THE EAST COAST DESIGN
CENTER, THE BOSTON DESIGN
CENTER, THE PASADENA DESIGN
CENTER, THE WOODSIDE DESIGN
ASSOCIATES, AND TO THE
REST OF THE ORIGINAL
ACTIVISION FAMILY...

"YOU KNOW WHO YOU ARE."
Dedicated to Kids Everywhere

© 2003 Activision, Inc. and its
affiliates. All other trademarks are the
properties of their respective owners.
Published by Aspyr Media, Inc.
under license from Activision.
All rights reserved.

Licensed by Nintendo.

CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: <http://www.aspyr.com/support>

Our support section of the Web has the most up-to-date information available. One of the best ways for you to help us is through the use of our ONLINE SUPPORT FORM, which is a link available on our Web site's Support Page.

E-Mail: support@aspyr.com

You can also email our Technical Support representatives directly at the email address provided above. A response may take anywhere from 24-72 hours, depending on the volume of messages we receive and the nature of your problem. During the first few weeks of a game release and during the holiday season the response time may take a little longer.

Phone: (512) 708.8100
(512) 708.9595 (FAX)

Contact a Technical Support Representative at the number provided above, between the hours of 10:00 AM and 6:00 PM (Central Standard Time), Monday through Friday, except holidays.

REACH ASPYR BY MAIL

Aspyr Media, Inc.
Aspyr Technical Support
P.O. Box 5861
Austin, Texas 78763

NOTES

NOTES

SOFTWARE LICENSE AGREEMENT

IMPORTANT - READ CAREFULLY: USE OF THIS PROGRAM IS SUBJECT TO THE SOFTWARE LICENSE TERMS SET FORTH BELOW. "PROGRAM" INCLUDES THE SOFTWARE INCLUDED WITH THIS AGREEMENT, THE ASSOCIATED MEDIA, ANY PRINTED MATERIALS, AND ANY ON-LINE OR ELECTRONIC DOCUMENTATION, AND ANY AND ALL COPIES AND DERIVATIVE WORKS OF SUCH SOFTWARE AND MATERIALS. BY OPENING THIS PACKAGE, AND/OR USING THE PROGRAM, YOU ACCEPT THE TERMS OF THIS LICENSE WITH ASPYR MEDIA, INC. ("ASPYR").

LIMITED USE LICENSE. Aspyr grants you the non-exclusive, non-transferable, limited right and license to use one copy of this Program solely and exclusively for your personal use. All rights not specifically granted under this Agreement are reserved by Aspyr. This Program is licensed, not sold. Your license confers no title or ownership in this Program and should not be construed as a sale of any rights in this Program.

OWNERSHIP. All title, ownership rights and intellectual property rights in and to this Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, dialog, catch phrases, locations, concepts, artwork, animation, sounds, musical compositions, audio-visual effects, methods of operation, moral rights, and any related documentation, incorporated into this Program) are owned by Aspyr or its licensors. This Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. This Program contains certain licensed materials and Aspyr's licensors may protect their rights in the event of any violation of this Agreement.

YOU SHALL NOT:

- Exploit this Program or any of its parts commercially, including but not limited to use at a cyber cafe, computer gaming center or any other location-based site. Aspyr may offer a separate Site License Agreement to permit you to make this Program available for commercial use; see the contact information below.
- Remove, disable or circumvent any proprietary notices or labels contained on or within the Program.
- Export or re-export this Program or any copy or adaptation in violation of any applicable laws or regulations.

LIMITED WARRANTY. Aspyr warrants to the original consumer purchaser of this Program that the recording medium on which the Program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Aspyr agrees to replace, free of charge, any product discovered to be defective within such period upon its receipt of the Product, postage paid, with proof of the date of purchase, as long as the Program is still being manufactured by Aspyr. In the event that the Program is no longer available, Aspyr retains the right to substitute a similar program of equal or greater value. This warranty is limited to the recording medium containing the Program as originally provided by Aspyr and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties prescribed by statute are expressly limited to the 90-day period described above.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT, AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ASPYR.

When returning the Program for warranty replacement please send the original Product cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountering and the system on which you are running the Program; (4) if you are returning the Program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per cartridge replacement. Note: Certified mail recommended. In the U.S. send to Aspyr Media, Inc. PO Box 5861 Austin, Texas 78763

LIMITATION ON DAMAGES. IN NO EVENT WILL ASPYR BE LIABLE FOR SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE PROGRAM, INCLUDING DAMAGES TO PROPERTY, LOSS OF GOODWILL, COMPUTER FAILURE OR MALFUNCTION AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURIES, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. ASPYR'S LIABILITY SHALL NOT EXCEED THE ACTUAL PRICE PAID FOR THE LICENSE TO USE THIS PROGRAM. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM JURISDICTION TO JURISDICTION.

TERMINATION. Without prejudice to any other rights of Aspyr, this Agreement will terminate automatically if you fail to comply with its terms and conditions. In such event, you must destroy all copies of this Program and all of its component parts.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Program and documentation have been developed entirely at private expense and are provided as "Commercial Computer Software" or "restricted computer software." Use, duplication or disclosure by the U.S. Government or a U.S. Government subcontractor is subject to the restrictions set forth in subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clauses in DFARS 252.227-7013 or as set forth in subparagraph (c)(1) and (2) of the Commercial Computer Software Restricted Rights clauses at FAR 52.227-19, as applicable. The Contractor/Manufacturer is Aspyr Media, Inc. PO Box 5861 Austin, Texas 78763

INJUNCTION. Because Aspyr would be irreparably damaged if the terms of this Agreement were not specifically enforced, you agree that Aspyr shall be entitled, without bond, other security or proof of damages, to appropriate equitable remedies with respect to breaches of this Agreement, in addition to such other remedies as Aspyr may otherwise have under applicable laws.

INDEMNITY. You agree to indemnify, defend and hold Aspyr, its partners, affiliates, contractors, officers, directors, employees and agents harmless from all damages, losses and expenses arising directly or indirectly from your acts and omissions to act in using the Product pursuant to the terms of this Agreement.

MISCELLANEOUS. This Agreement represents the complete agreement concerning this license between the parties and supersedes all prior agreements and representations between them. It may be amended only by a writing executed by both parties. If any provision of this Agreement is held to be unenforceable for any reason, such provision shall be reformed only to the extent necessary to make it enforceable and the remaining provisions of this Agreement shall not be affected. This Agreement shall be construed under Texas law as such law is applied to agreements between Texas Residents entered into and to be performed within Texas, except as governed by federal law and you consent to the exclusive jurisdiction of the state and federal courts in Austin, Texas. If you have any questions concerning this license, you may contact Aspyr at, PO Box 5861 Austin, Texas 78763, (512) 708-8100, Attn. Legal Affairs, info@aspyr.com



ASPYR™

Aspyr Media Inc.
www.aspyr.com
PO Box 5861
Austin, Texas 78763

PRINTED IN JAPAN